General HavocTimers won't be working on the stealth armour until version 1.1 (hopefully) but the stealth should still work but the armours MUST be a temp swawner or it won't work in mix format. If you used more then one spawner to spawn it then you have to make that temp too. eg a temp crate spawning a temp stealth armour spawner. I did test this in a mix format and it do work.

scripts.dll & scripts2.dll should be in the root of your Renegade directory. and the FDS must have the scripts installed in its relative directory.

_General Havoc

Man i envy your script testing job!